

Amendments to the Claims:

This listing of claims replaces all prior listings, and versions, of claims in the present application.

Listing of Claims:

1. (Currently Amended) An online gaming system ~~enabling users connected to a communications network to interact with a computer game being played across the network, the system comprising at least one state engine configured to control for controlling the state of a the game being played across a communications network and at least one presentation engine configured to control for controlling the presentation to users of an output representing the state of the game;~~

the state engine being configured ~~arranged~~ to enable one or more users to affect the state of the game by communicating with the state engine and thereby act as participant(s) in the game; and

the presentation engine being configured ~~arranged~~ to enable at least one other user that is not a participant to affect the presentation of the output to one or more users acting as spectator(s) of the game by communicating with the presentation engine and to enable the at least one other user that is not a participant to affect virtual viewing position and angle of the game as seen by the participants.

2. (Original) The gaming system according to claim 1, wherein the system has a state engine which is shared by the users, but each user has its own presentation engine.

3. (Original) The gaming system according to claim 1, wherein each user has its own state engine and its own presentation engine.

4. (Original) The gaming system according to claim 1, wherein the system has a state engine and a presentation engine which are shared by the users.

5. (Original) The gaming system according to claim 1, wherein the system further comprises a side channel for communicating at least one of voice and data to other users while the game is being played.

6. (Original) The gaming system according to claim 1, wherein the online game is played in a substantially real time manner across the network.

7. (Original) The gaming system according to claim 1, wherein the network is a wireless communications network.

8. (Currently Amended) The gaming system according to claim 1, wherein the users interact with the game engine or the presentation engine via user terminals that are wireless terminals.

9. (Currently Amended) The gaming system according to claim 1, wherein at least one of the spectators is enabled to control ~~acts as a cameraman for affecting the~~ virtual viewing position and angle of the game as seen by the other spectators.

10. (Canceled)

11. (Currently Amended) The gaming system according to claim 9, wherein said at least one of the spectators is enabled to use ~~acts as a cameraman using~~ camera circuitry stored in the a presentation engine.

12. (Currently Amended) A method ~~of interacting with a computer game being played online by users connected across a communications network, the method~~ comprising:
controlling the state of a the game being played online by users connected across a communications network using a state engine;

controlling the presentation to users of an output representing the state of the game;

enabling one or more users acting as participant(s) in the game to affect the state of the game by communicating with the state engine; and

enabling one or more users acting as spectator(s) of the game to affect the presentation of the output by communicating with the presentation engine, the one or more users acting as spectator(s) being further enabled to affect virtual viewing position and angle of the game as seen by the participants.

13. (Currently Amended) ~~An apparatus wireless user terminal for playing a computer game online across a communication network, the user terminal comprising:~~

a processor and memory including computer program code, the memory and the computer program code configured to, with the processor, cause the apparatus to:

communicate with a user interface for inputting and outputting information to a human user;

direct at least one state engine configured to control ~~for controlling~~ the state of ~~a~~ the game played online across a communication network and at least one presentation engine configured to control ~~for controlling~~ the presentation of an output representing the state of the game to the user interface; and

communicate with a network interface for transferring information to and from the network;

wherein the state engine is configured ~~arranged~~ to enable a user of the terminal to affect the state of the game by communicating with the state engine and thereby act as a participant in the game, and the presentation engine is configured ~~arranged~~ to enable a user of a different ~~the~~ terminal to affect the presentation of the output to one or more other users acting as spectator(s) of the game by communicating with the presentation engine and to affect virtual viewing position and angle of the game as seen by the user of the terminal.

14. (Currently Amended) The apparatus ~~user terminal~~ according to claim 13, further comprising a side channel for transferring further information to and from the network.

15. (Currently Amended) The apparatus ~~user terminal~~ according to claim 14, wherein the further information transferred from the side channel is at least one of voice, SMS and email data.

16. (Currently Amended) An online gaming system ~~enabling users connected to a communications network to interact with a computer game being played across the network~~, the system comprising at least one state engine configured to control ~~for controlling~~ the state of the game in accordance with state rules and at least one presentation engine configured to control ~~for controlling~~ the presentation to the users of an output representing the state of a ~~the game being played by users connected to a communications network across which the game is played~~; wherein:

the state engine is configured ~~arranged~~ to enable one or more users to affect the state of the game by communicating with the state engine and thereby act as participant(s) in the game; and

the state engine is configured ~~arranged~~ to vary the state rules in response to inputs received from the spectators indicating a support for a participant so as to vary the rules to favor ~~favour~~ the participant having the most support, and

wherein the presentation engine is configured to enable one of the spectators to affect virtual viewing position and angle of the game as seen by the participant(s).